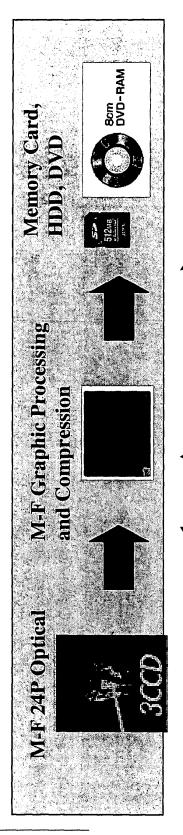


What is Direct Stream Cinema?

- Entire process uses digital component (4:2:2) processing
- Progressive signal processing for improved data compression results
- 24 frame/second processing (same as film) can be converted to any world video standard (NTSC/30 fps, PAĽ/ŠECAM/25 fpś).
- Extended recording time (1-2 hours) utilizing a small medium (1-2 GB).



Low cost, Small size (Professional Camera)

HDTV quality
and Extended
Recording Time
(Home Camera)

High quality and

Extended

Recording Time



Figure 2

7!

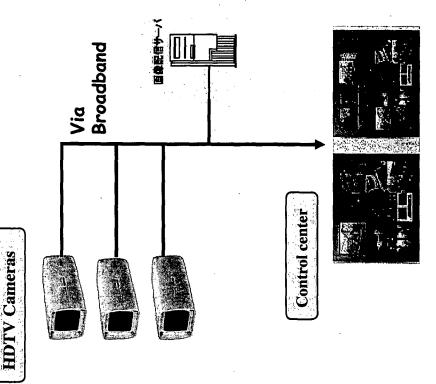
Security Systems Application

Features

- 1/10 cost of conventional HDTV
- Utilizes existing Broadband Infrastructure (1-4 Mbps)
 - High quality monitoring capability
- Direct network connectivity
- Generic PC server easily can handle a large monitoring system

Advantages

- Improves security (Banks, *etc.*)
- Reduces mistakes due to **numan error**
- Improves operating efficiency (medical, etc.)
 - Improves reliability
- Increases monitoring efficiency (speed)
- Physically compact system



System Application (Video Editing)

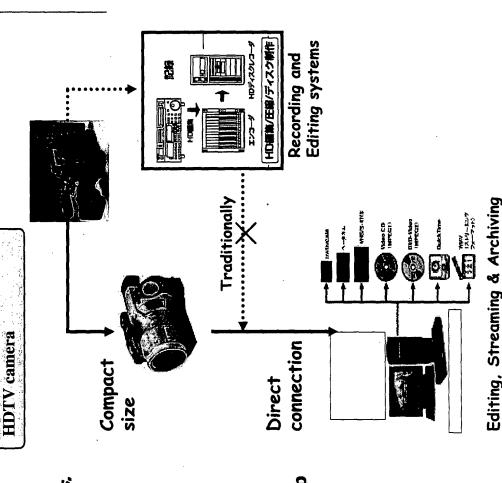
日本的一个人,也是一个人的人,也是一个人的人,也是一个人的人,也是一个人的人的人,也是一个人的人的人,也是一个人的人的人,也是一个人的人的人,也是一个人的人,也是一个人的人,也是一个人的人,也是一个人

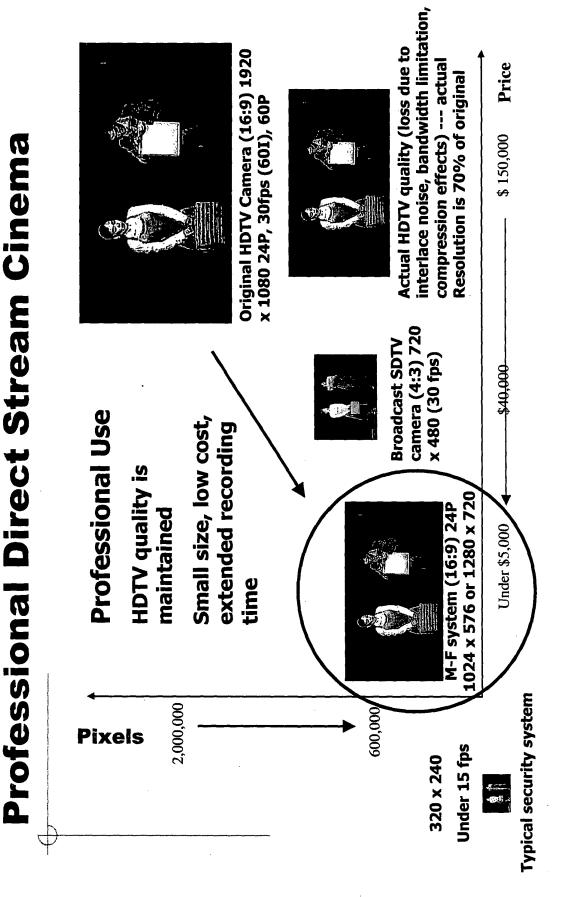
Features

- Dramatic cost reduction for entire system (under \$10K vs. \$100K)
- Full digital component processing (4:2:2) without quality loss.
- No large HDD is required for editing; a generic PC is able to edit the program. (HDTV's Terabytes vs. 10 GB)

Advantages

- Reduces HDTV production cost and time
- No separate data capture step is required.
- Every video format and streaming can be accommodated





Price

Panasonic AG-DVX100 Quality equivalent to Consumer Direct Stream Cinema M-F camera (16:9) 24P 640 x 360/480 (4:3) ◆ Photo JPEG compression does not produce smooth motion. Recording time is limited. Audio quality is poor. High quality recording, despite small size and Consumer camera: low cost Less than 15 320×240 fps (4:3) **Motion Pixels** 640 x 360/480 2 - 4,000,000 (Still Pixels) 1-3,000,000 320×240